

**Claim Amendments:**

Please amend claims 17, 19, 25-30, 34-37, 39-40, 43, 47-48, 56, 61, 66-70, 78, 83, and 88-91 as follows. These amendments are made in accordance with 37 CFR 1.173 addressing amendments to new claims submitted in reissue applications. See Exhibit A for a version of these claims showing the changes made by this amendment.

17. (Amended)        A method according to claim 16, further comprising:  
storing a plurality of applications; and  
at the front-end server, generating appropriate communication signals to transfer the  
selected application to the at least one of the plurality of dedicated processors by downloading an  
instance of a selected application.

19. (Amended)        A method according to claim 18, wherein the selecting at least one  
of the plurality of dedicated processors includes polling the plurality of dedicated processors by  
the front-end server to determine which of the plurality of dedicated processors is available to  
execute the selected application before that application is transferred to the selected at least one  
of the plurality of dedicated processors.

25. (Amended)        A method according to claim 16, wherein the front-end server  
authenticates a user name corresponding to said user selecting said application.

26. (Amended)        A method according to claim 22, further including implementing a  
user profile for said user.

27. (Amended)        A method according to claim 16, wherein the selected application  
is a game application.

28. (Amended)        A method according to claim 22, wherein the selected application  
is a game application.

29. (Amended)        A method according to claim 25 further comprising:

executing an application on the front-end server; and  
initiating communication between the user and the front-end server so that the user can  
participate in the execution of the application.

30. (Three Times Amended)      A method of processing an application, the method  
comprising:

providing a front-end server that has access to a plurality of applications;  
providing a plurality of dedicated processors that communicate with the front-end server  
over a first network segment;  
providing an access router enabling communication between the first network segment  
and a second network segment, the router distinct from the front-end server;  
receiving a message that the at least one user desires a particular application, the message  
being received from at least one user of a plurality of users, over said second network segment,  
through said router and, at the front-end server that the at least one user desires a particular  
application, wherein said at least one user is distinct from said router;  
enabling communication between at least one of the plurality of users and one of said  
plurality of dedicated processors that is selected by the front end server; and  
executing the particular application on the selected dedicated processor to allow the at  
least one of the plurality of users to participate in execution of the particular application.

34. (Amended)      A method of processing an application, the method comprising:  
providing a plurality of dedicated processors that communicate with a front-end server;  
enabling communication between a first user and the front-end server;  
receiving a message from the first user, said message transmitted from the first user to the  
front-end server and indicating that the first user desires a particular application;  
establishing participation with an executing instance of said particular application on one  
of the plurality of dedicated processors on a communication pathway that does not pass through  
said front-end server; and  
executing the instance of said particular application on the one of the plurality of  
dedicated processors.

wherein said front-end server is distinct from said one of the plurality of dedicated processors,

wherein said one of the plurality of dedicated processors is distinct from said first user.

35. (Amended)      A method according to claim 34, further comprising coupling a second user to the executing instance of the particular application such that the second user may participate in the execution of the particular application.

36. (Amended)      A method according to claim 34, further comprising coupling additional users to the one of the plurality of dedicated processors such that the additional users can participate with the executing instance of the particular application.

37. (Twice Amended)      A method according to claim 34, wherein the front-end server authenticates a user name corresponding to said first user.

39. (Twice Amended)      A method according to claim 34 further including implementing a user profile for said first user.

40. (Twice Amended)      A method according to claim 34 wherein said plurality of dedicated processors are heterogeneous.

43. (Twice Amended)      A computer system architecture for processing an application, the architecture comprising:

a front-end server;

at least one dedicated processor coupled to the front-end server;

a coupler communicating with the front-end server, the dedicated processor and a plurality of users, wherein one or more users communicates to select an application, and at least one selected dedicated processor executes the selected application, the front-end server including:

means for selecting at least one dedicated processor to execute the selected application;

means for loading said selected application to said at least one dedicated processor; and

means for decoupling a plurality of users from the front-end server and coupling the plurality of users to the at least one selected dedicated processor such that the plurality of users is communicating with the selected dedicated processor such that the plurality of users can participate in the execution of the selected application,

wherein said front-end server is distinct from said at least one dedicated processor,  
wherein said at least one dedicated processor is distinct from said plurality of users.

47. (Twice Amended)      A method of running a program, the method comprising:  
providing a front-end server networked with a dedicated processor;  
receiving, via an access router, at the front-end server, a selection from a user device of a particular program; and

executing the particular program on the dedicated processor to allow the user device to participate in the execution of the particular program

wherein said front-end server is distinct from said dedicated processor,  
wherein said dedicated processor is distinct from said user device.

48. (Three Times Amended)      A method of using a computer system, the method including:

providing a front end server;  
providing a plurality of dedicated processors, such that the front end server can communicate with at least one of the plurality of dedicated processors; and

executing an application on the at least one of the dedicated processors to enable the users to communicate voice over a voice bridge with each other,

wherein said front-end server is distinct from said at least one of the dedicated processors,

wherein said at least one of the dedicated processors is distinct from at least one of said users.

56. (Twice Amended)      A method of using a computer system in processing an application, the method including the steps of:  
providing a front end server; and  
providing a plurality of dedicated processors, the front end server communicating with at least one of the plurality of dedicated processors to respond to  
cellular telephone communication from one of a plurality of users by enabling, with the front end server, the at least one of the dedicated processors to execute an application that facilitates communication between the one user and an other of the users,  
wherein said front-end server is distinct from said at least one of the plurality of dedicated processors,  
wherein said at least one of the plurality of dedicated processors is distinct from at least one of said plurality of users.

61. (Twice Amended)      A method of using a computer system in communicating with an application, the method including:  
providing a front end server; and  
providing a plurality of dedicated processors, the front end server communicating with at least one of the plurality of dedicated processors to respond to  
cellular telephone communication from an end user by enabling, with the front end server, one of the dedicated processors to execute an application to communicate with the user,  
wherein said front-end server is distinct from said at least one of the plurality of dedicated processors,  
wherein said at least one of the plurality of dedicated processors is distinct from said end user.

66. (Twice Amended)      A method of using a computer system in processing an application, the method including:  
providing a front end server;  
providing a plurality of dedicated processors such that the front end server can communicate with at least one of the plurality of dedicated processors; and

executing a game application on the at least one of the dedicated processors to enable users to play the game with each other while suspending user communication with the front end server,

wherein said front-end server is distinct from said at least one of the plurality of dedicated processors,

wherein said at least one of the plurality of dedicated processors is distinct from at least one of said users.

67. (Twice Amended)      A method of using a computer system in processing an application, the method including:

providing a front end server;

providing a plurality of dedicated processors such that the front end server can communicate with at least one of the plurality of dedicated processors;

connecting two users via a voice bridge; and

executing a game application on at least one of the dedicated processors to enable the users to play the game with each other,

wherein said front-end server is distinct from said at least one of the plurality of dedicated processors,

wherein said at least one of the plurality of dedicated processors is distinct from at least one of said two users.

68. (Twice Amended)      A method of using a computer system in processing an application, the method including:

providing a front end server; and

providing a plurality of dedicated processors, the front end server communicating with at least one of the plurality of dedicated processors to respond to

cellular telephone communication from one of a plurality of users by enabling, with the front end server, one of the dedicated processors to launch a new instance of a game application on the at least one of the dedicated processors to enable the users to play the game with each other,

wherein said front-end server is distinct from said at least one of the plurality of dedicated processors,

wherein said at least one of the plurality of dedicated processors is distinct from at least one of said plurality of users.

69. (Twice Amended)      The method of any one of claims 56 through 68, further including implementing a user profile for at least one user.

70. (Three Times Amended)      A computer system architecture processing an application, the architecture including:

a front end server;

a plurality of dedicated processors structured such that the front end server can communicate with at least one of the plurality of dedicated processors, and

an application executing on the at least one of the dedicated processors to enable users to communicate voice with each other over a voice bridge and to communicate data over an access router; and

wherein said front-end server is distinct from said at least one of the plurality of dedicated processors,

wherein said at least one of the plurality of dedicated processors is distinct from at least one of said users.

78. (Twice Amended)      A computer system architecture processing an application, the architecture including:

a front end server; and

a plurality of dedicated processors structured such that the front end server can communicate with at least one of the plurality of dedicated processors to respond to

cellular telephone communication from one of a plurality of users by enabling the at least one of the dedicated processors to execute the application and facilitate communication between the one user and an other of the users,

wherein said front-end server is distinct from said at least one of the plurality of dedicated processors,

wherein said at least one of the plurality of dedicated processors is distinct from at least one of said plurality of users.

83. (Twice Amended)      A computer system architecture processing an application, the architecture including:

a front end server; and

a plurality of dedicated processors structured such that the front end server can communicate with at least one of the plurality of dedicated processors to respond to cellular telephone communication from a user by enabling the at least one of the dedicated processors to execute the application to communicate with the user,

wherein said front-end server is distinct from said at least one of the plurality of dedicated processors,

wherein said at least one of the plurality of dedicated processors is distinct from said user.

88. (Twice Amended)      A computer system architecture processing an application, the architecture:

a front end server;

a plurality of dedicated processors structured such that the front end server can communicate with at least one of the plurality of dedicated processors, wherein, of the dedicated processors; and

a game application executed on the at least one of the plurality of dedicated processors to enable the users to play the game with each other over an access router,

wherein said front-end server is distinct from said at least one of the plurality of dedicated processors,

wherein said at least one of the plurality of dedicated processors is distinct from at least one of said users.

89. (Twice Amended)      A computer system architecture processing an application, the architecture including:

a front end server;



a plurality of dedicated processors such that the front end server can communicate with at least one of the plurality of dedicated processors; and

a game application executed on more than one of the dedicated processors to enable the users to play the game with each other, while suspending user communication with the front end server,

wherein said front-end server is distinct from said at least one of the plurality of dedicated processors,

wherein said at least one of the plurality of dedicated processors is distinct from at least one of said users.

90. (Twice Amended)      A computer system architecture processing an application, the architecture including:

a front end server; and

a plurality of dedicated processors such that the front end server can communicate with at least one of the plurality of dedicated processors to respond to cellular telephone communication from one of a plurality of users by enabling, with the front end server, one of the dedicated processors to execute a game application on the dedicated processor to enable the users to play the game with each other,

wherein said front-end server is distinct from said at least one of the plurality of dedicated processors,

wherein said at least one of the plurality of dedicated processors is distinct from at least one of said plurality of users.

91. (Twice Amended)      The architecture of any one of claims 80 through 90, further including implementing a user profile for at least one user.